

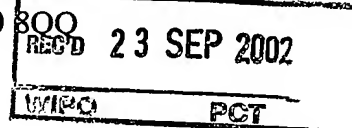


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PATENTS ACT 1977**PATENTS FORM No 1/77****The Comptroller,
The Patent Office**23JAN02 E689850-1 002626
P01/7700 0.00-0201371.2**REQUEST FOR GRANT OF A PATENT****THE GRANT OF A PATENT IS REQUESTED BY THE UNDERSIGNED ON THE
BASIS OF THE PRESENT APPLICATION****I Agent's reference:** CHAPMAN**II Title of Invention:** Card Games

22 JAN 2002

0201371.2**III Applicant:****Name:** CHAPMAN, Anthony R**Country:** UK**Address:** 23 Queen Mary Avenue, Camberley, Surrey, GU15 3BL

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IV Inventor (a) The applicant is the sole inventor**V Name of Agent:** M G Harman**VI Address for Service:** M G Harman & Co, Holmwood, 37 Upper Park Road,
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08308785001

VII Declaration of Priority:
Nil**VIII The Application claims an earlier date under Section 8(3), 12(6), 15(4), or 37(4):**
Nil

IX Check List

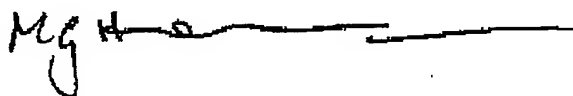
A The application contains the following numbers of sheets:

B The application as filed is accompanied by:

- | | | | |
|---|-------------|---------------------|-----|
| 1 | Request | 1 sheet | nil |
| 2 | Description | 4 sheets ✓ | |
| 3 | Claims | nil | |
| 4 | Drawings | 1 sheet <i>only</i> | |
| 5 | Abstract | nil | |

X It is suggested that Figure No of the drawings should accompany the abstract when published

XI Signature:

*for HZ Applicant*

Card Games

5 The present invention relates to card games, and more specifically to gambling card games and apparatus for playing them.

There is a wide variety of gambling card games. In some, all participants are on an essentially equal footing; others are of the casino type in which there is a
10 dealer or "house" which operates the game and against which the players play. The present invention is concerned with the latter type of game (although, of course, it may be agreed that different players can become dealer as the session progresses).

15 Different types of games can involve different degrees of complexity and skill. It is desirable for a game to have the right degree of complexity; if it is too complex then many potential players will be put off, whereas if it is too simple, then potential players will soon lose interest. The same applies to skill; if little or no skill is involved (eg simply cutting for the highest card for fixed stakes) then
20 potential players will soon lose interest, whereas if it appears to demand a high level of skill, then many potential players will be put off.

The object of the present invention is to provide a game which is novel and attractive (ie involves intermediate levels of complexity and skill).

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According to one aspect of the invention there is provided a casino-type card game, the main features of the preferred embodiment being as follows.

The game is played with a standard pack of playing cards.

Each player is dealt a hand of a fixed number of cards, and the dealer is
30 dealt a single card.

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Each player places an initial bet and then increases it by a multiple (within predetermined limits) chosen by the player in dependence on the hand dealt to the player.

A hand wins if any card in it matches the dealer's card in suit and exceeds it in value.

The dealer's card is discarded if it is above a certain value and another card dealt.

According to another aspect of the invention there is provided apparatus for playing a casino-type card game comprising a playing table having a dealer position and a plurality of player positions arranged around the dealer position, each player position having an ENTE box or area, and there being a plurality of arcs around the dealer position, each arc passing through all the player positions, and the arcs being labelled with successive multipliers.

A game embodying the invention will now be described in detail, by way of example and with reference to the drawing, which shows the playing table.

Referring to the drawing, the game is played at a table or playing surface having a dealer position 11 and a plurality of player positions 12 suitably marked, either directly on the table top or on a cloth laid over the table top. The various positions are suitably marked to define various areas discussed below, with the player positions 12 being laid out in an arc around the dealer position 11. The table is preferably approximately D shaped, with the dealer position at the middle of the vertical line of the D and the player positions spaced around the curve of the D facing the dealer.

For each player position, the table has marked on it a respective box or location 21, which has the word "ANTE" in it. In addition, the table has a set of 5 arcs 20 laid out on it parallel to the curved edge of the D. These arcs are marked

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with the symbols "x5", "x4", "x3", "x2", and "x1" as shown. The markings are repeated at intervals along the arcs, between the player positions 12, as shown.

To play the game, each player chooses an initial stake and places that stake
5 in their ANTE box. The dealer then deals out a hand of 3 cards to each player. Each player then inspects their hand and decides how much to bet. The bet has to be a multiple of between 1 and 5 times the player's original stake, and the player makes the bet by placing the appropriate multiple of the original stake on the chosen line 20 (leaving the original stake in the ANTE box).

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When all players have made their bets, the dealer deals a single dealer's card. If the dealer's card is a court card, it is discarded and the dealer deals another card, until the dealer's card is 10 or below. Each player then compares their hand with the dealer's card. A player wins if they have a card with the same
15 suit as the dealer's card and of higher value.

As an example, suppose that a player has staked £5 in the ANTE box, and is dealt a hand consisting of the 8 of clubs, the Q of diamonds, and the J of clubs. The player has to increase their bet by a multiple of between 1 and 5; suppose that
20 the player likes the fact that their cards are generally high, and therefore chooses to increase their stake by the maximum multiple of 5. The player therefore places £25 on the "x5" line 20. Suppose then that the dealer's card, ie the card exposed by the dealer, is the 9 of diamonds. When the player exposes their hand, the 8 of clubs and the J of clubs are losing cards, since they are not diamonds (the suit of
25 the dealer's card). The Q of diamonds, however, is of the same suit as the dealer's card and is of higher rank (Q is higher than 9). The player has therefore won, and is paid £ 30 (ie the original stake plus the chosen multiple, x5, the original stake). The player also retains all their stake money.

30 It will of course be realized that many of the specific features of the game may be varied. Thus the number of cards dealt to the players may be varied, the

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number of allowed multiples of the original stake may be varied, the player may make their final bet by moving their stake from the ANTE box directly forwards to the appropriate arc 20 in front of them, and/or may indicate their final bet by using a marker rather than actual money. The sequence of events can be varied, eg by the dealer's card being dealt at an earlier stage (although obviously it cannot be exposed until the players have all made their final bets). Also, the table may be provided with raised and/or indented regions as well as or instead of markings, to minimize the chances of stakes or markers being placed in ambiguous positions.

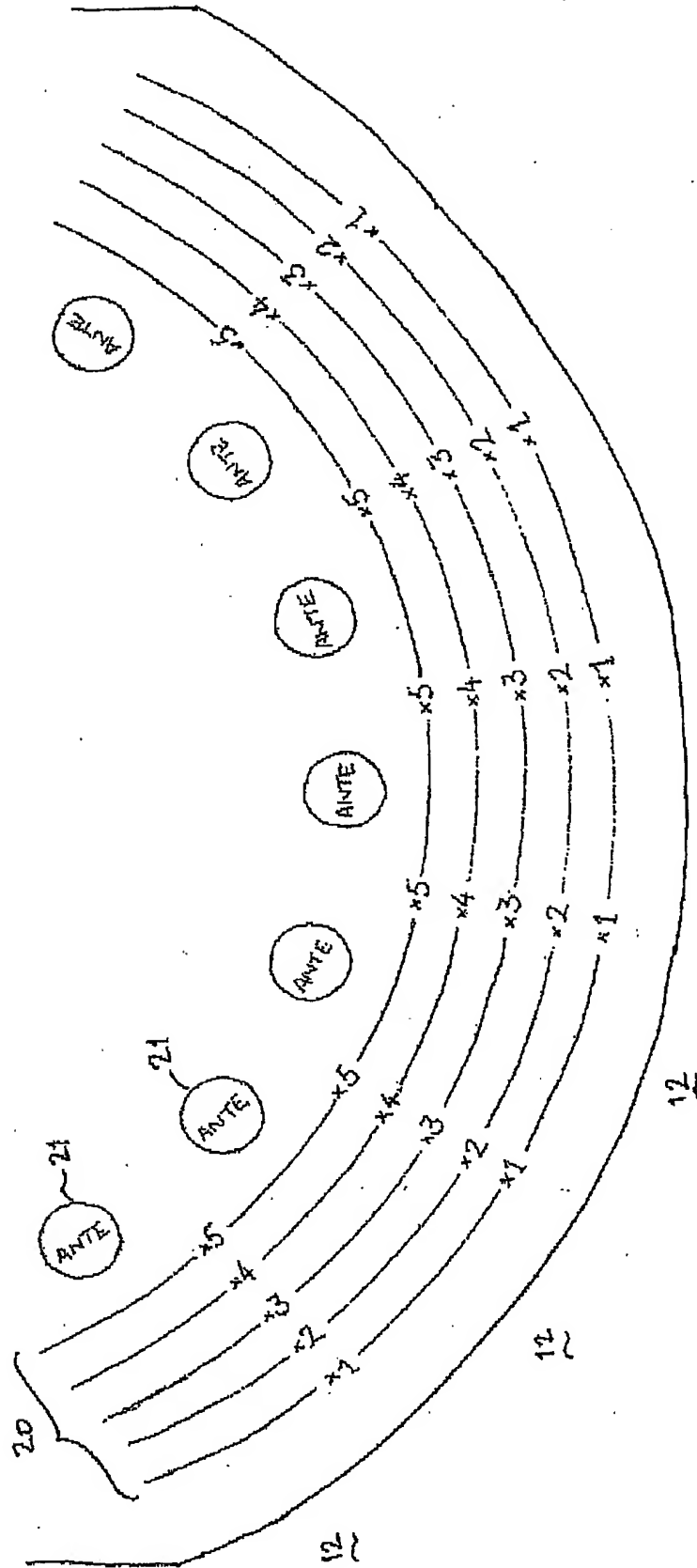
Further, the rules for winning and losing hands may be varied. Thus an Ace, for example, may be defined as either a high card or a low card. In the preferred form of the game, if dealer's card is above 10, it is disregarded and another card is dealt by the dealer, so that in effect, the dealer's card cannot have a value above 10. This limiting value can be varied, and a lower limiting value can be used instead or as well (with a dealer's card below a set level being discarded and another dealer's card dealt). Alternatively, a dealer's card value above and/or below the set limit can be declared an automatic player's win (or loss).

Claims

Any feature of novelty or combination thereof within the meaning of Article 4H of the International Convention (Paris Convention).

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10 SEP 2002
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